

FIG. 1

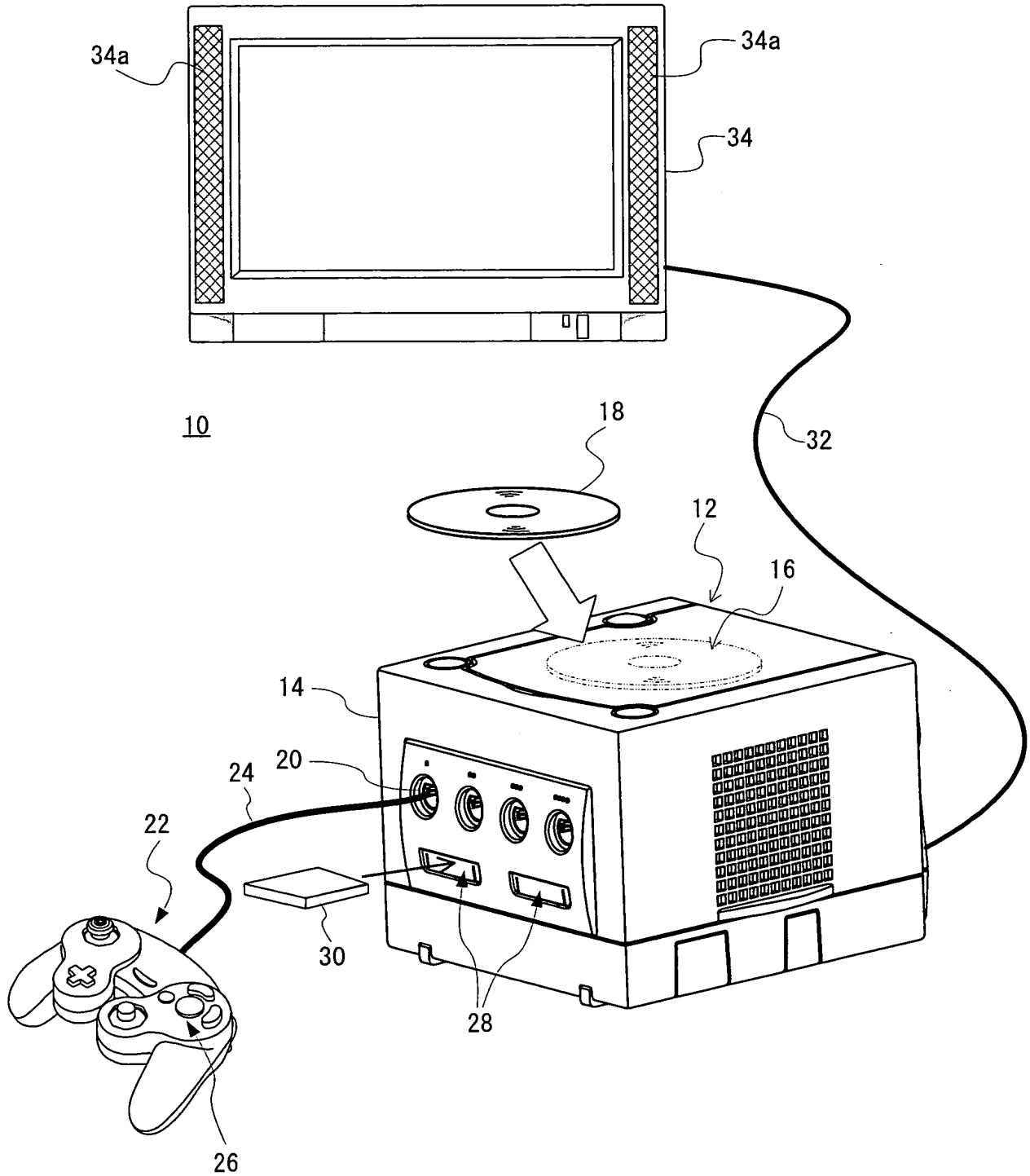


FIG. 2

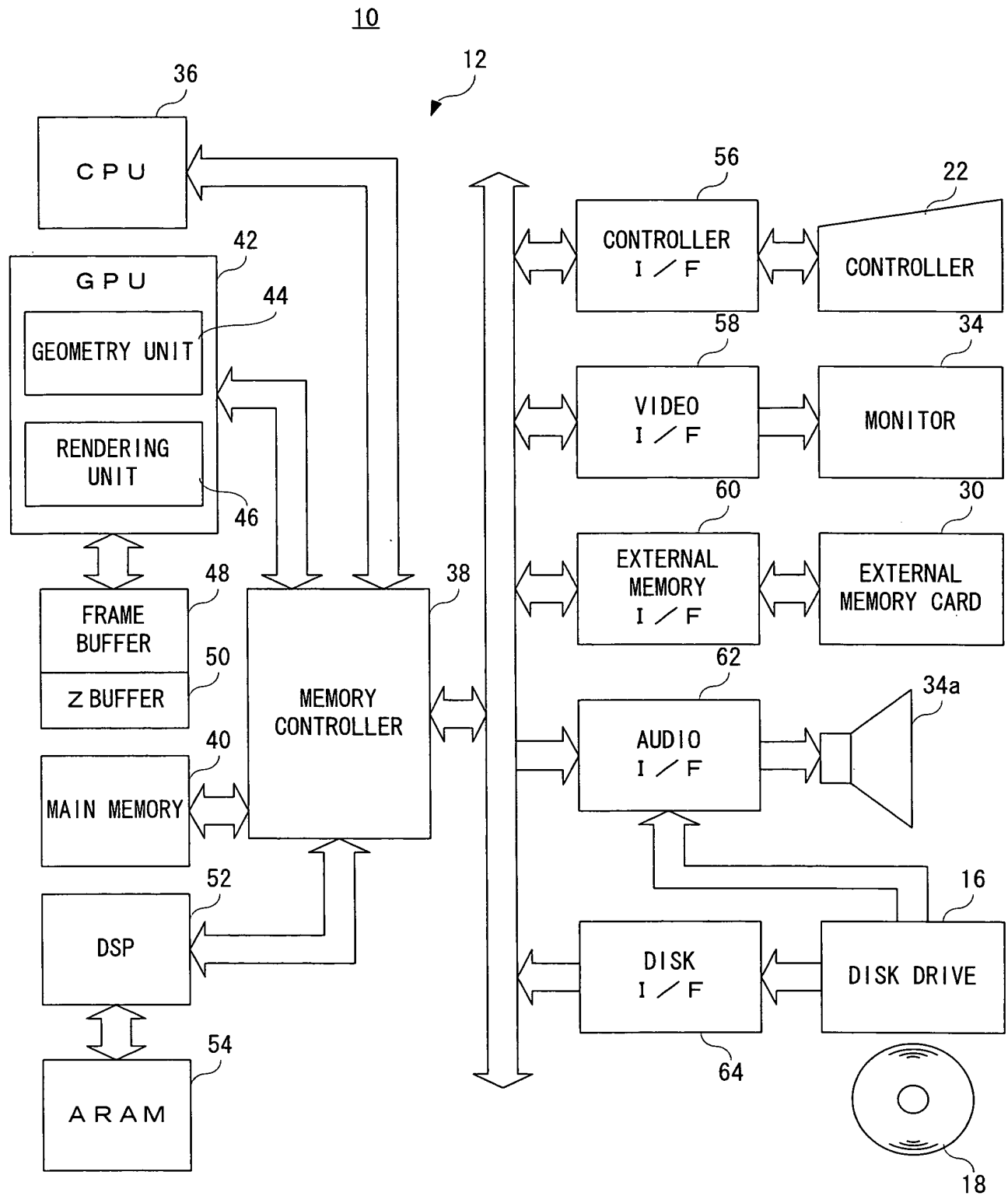


FIG. 3

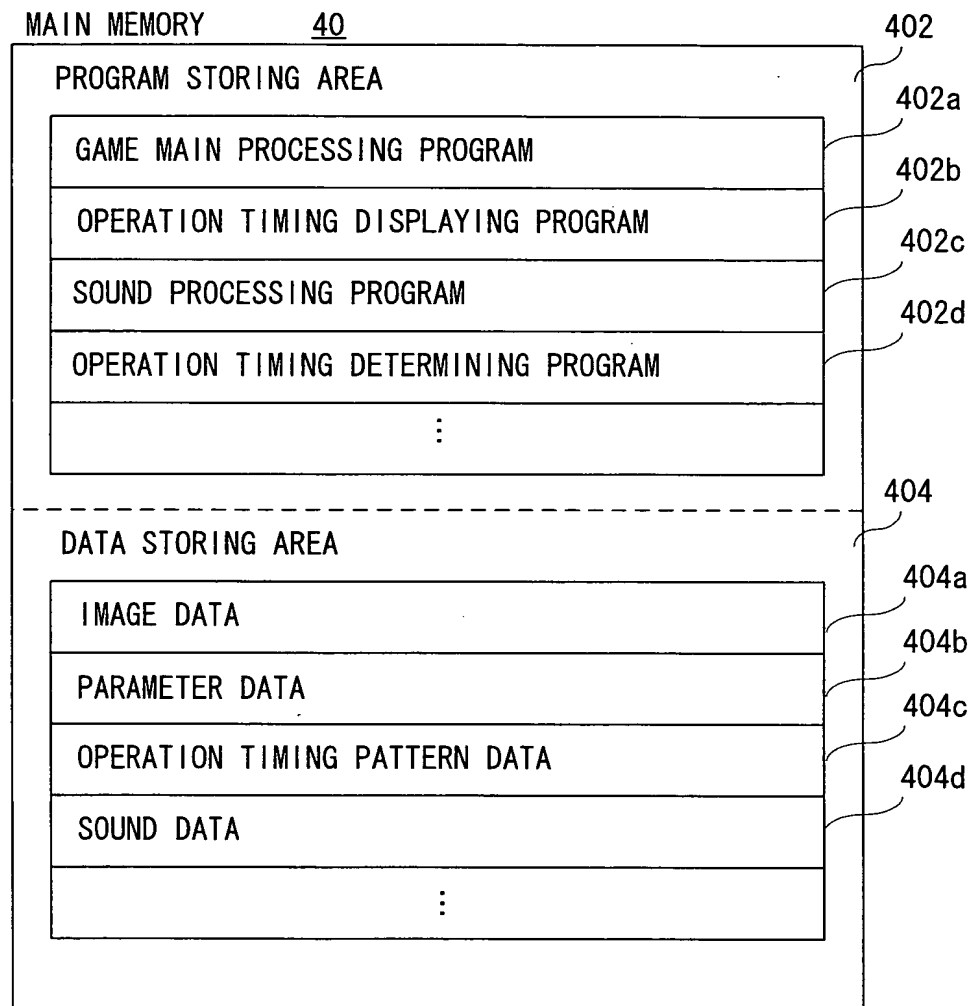


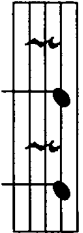
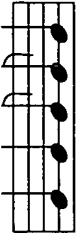
FIG. 4

CHARACTER ATTRIBUTE
(PARAMETER)

CHARACTER NAME	HP (MAX)	EXPERIENCED VALUE
PLAYER CHARACTER	20 (20)	322
ENEMY CHARACTER A	30~40	15~20
ENEMY CHARACTER B	30~40	40~50
⋮	⋮	⋮

FIG. 5

OPERATION TIMING PATTERN

CHARACTER NAME	PATTERN	RHYTHM PATTERN (DRUM PART)	TIMING FRAME NUMBER	MUSIC INFORMATION
ENEMY CHARACTER A	PATTERN 1		$\frac{1}{120}, \frac{61}{120}$	BGM 1
ENEMY CHARACTER B	PATTERN 2		$\frac{1}{120}, \frac{31}{120}, \frac{61}{120}, \frac{76}{120}, \frac{91}{120}, \frac{120}{120}$	BGM 2
...

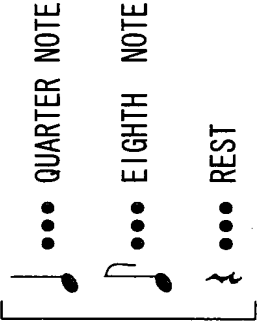
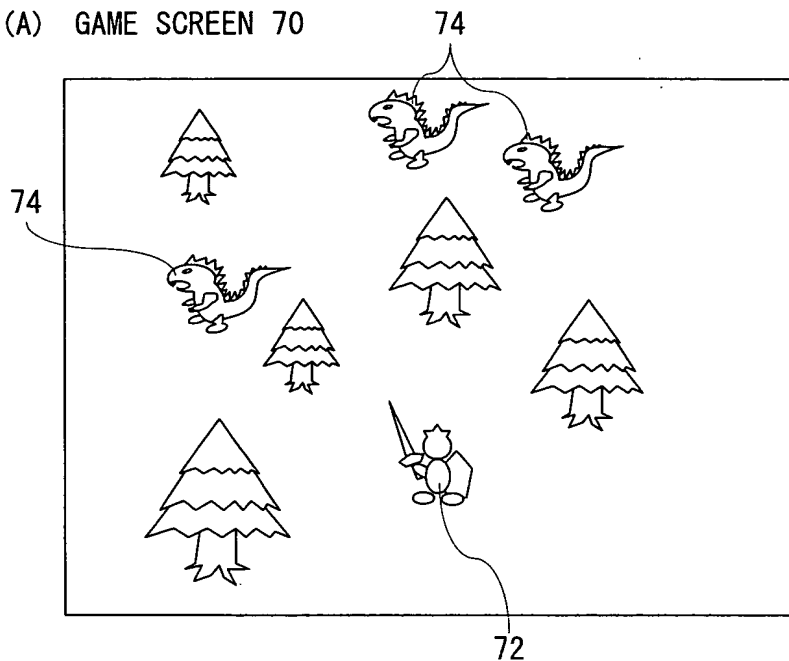


FIG. 6

(A) GAME SCREEN 70



(B) BATTLE SCREEN 80

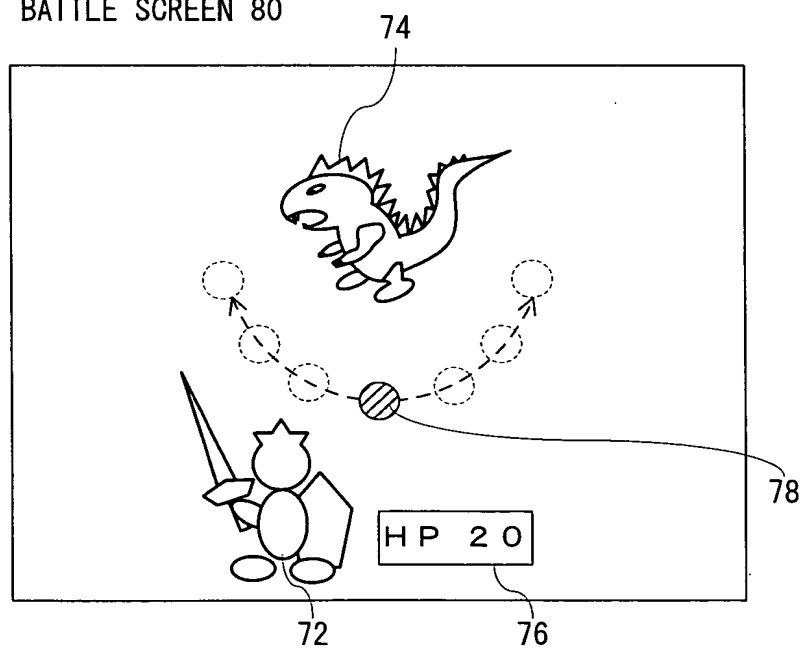
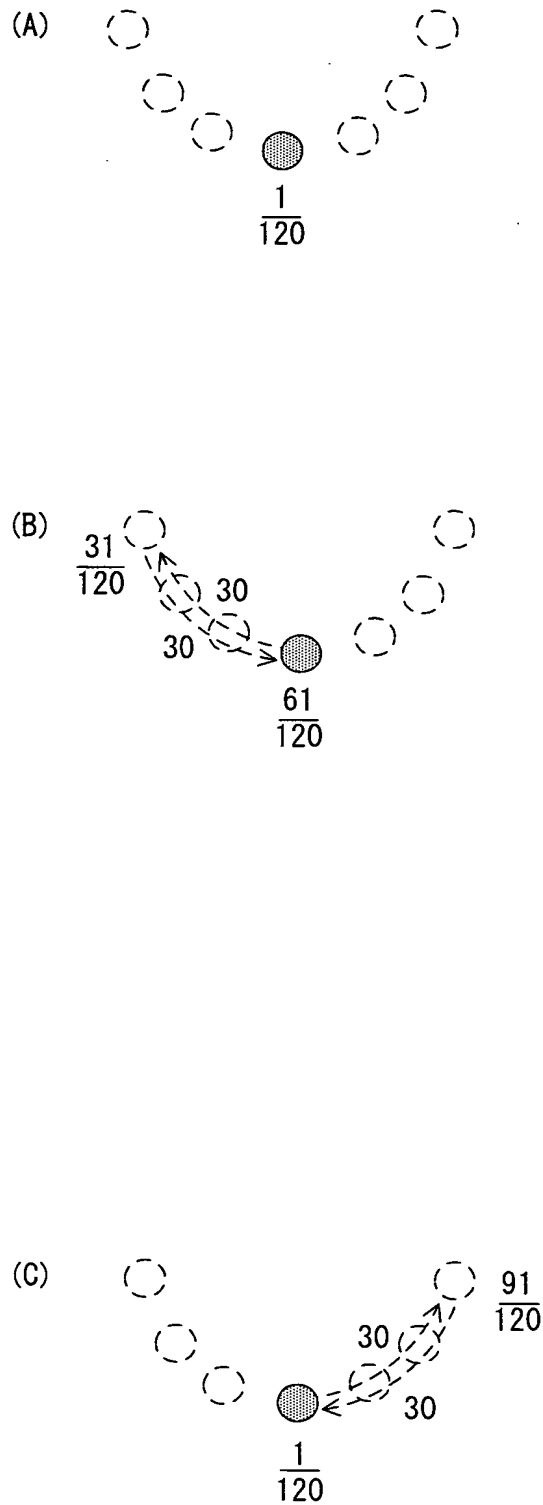


FIG. 7

PATTERN 1



PATTERN 2

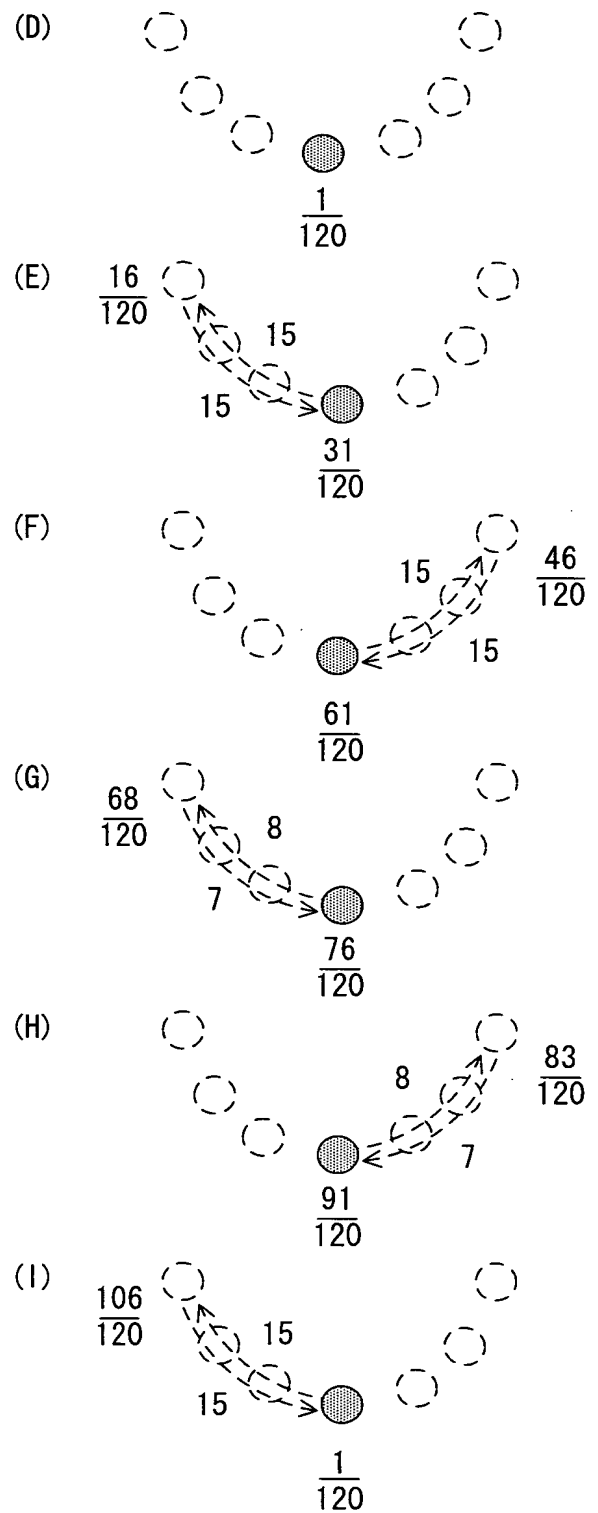
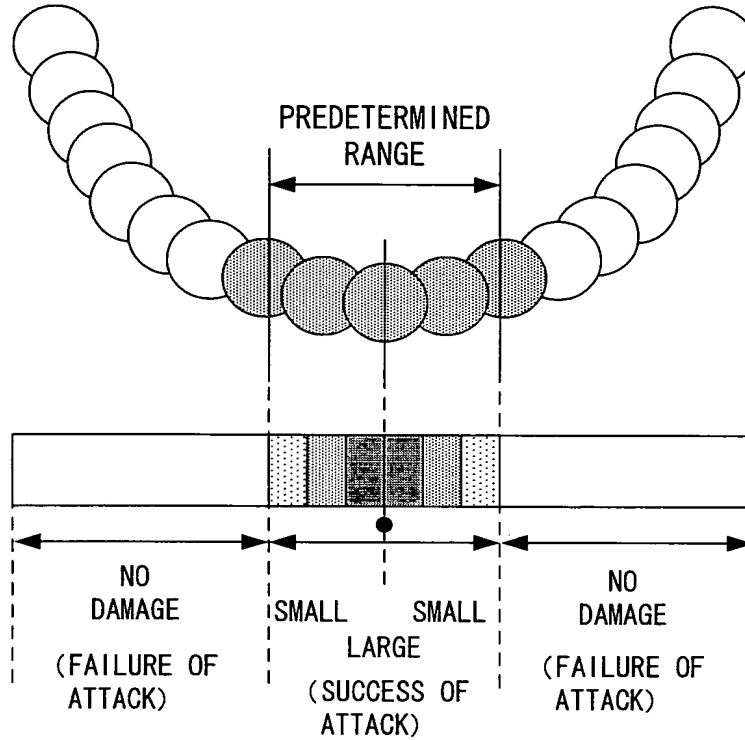
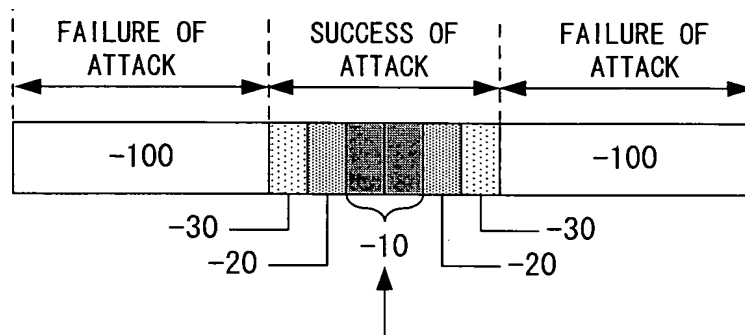


FIG. 8

(A) SMALL AND LARGE OF DAMAGE
 DEPENDING ON OPERATION TIMING



(B) REDUCED VALUE DEPENDING ON OPERATION TIMING



IN A CASE A DEGREE OF COINCIDENCE IS
 SUCCESSIVELY HIGH, +5~+10

FIG. 9

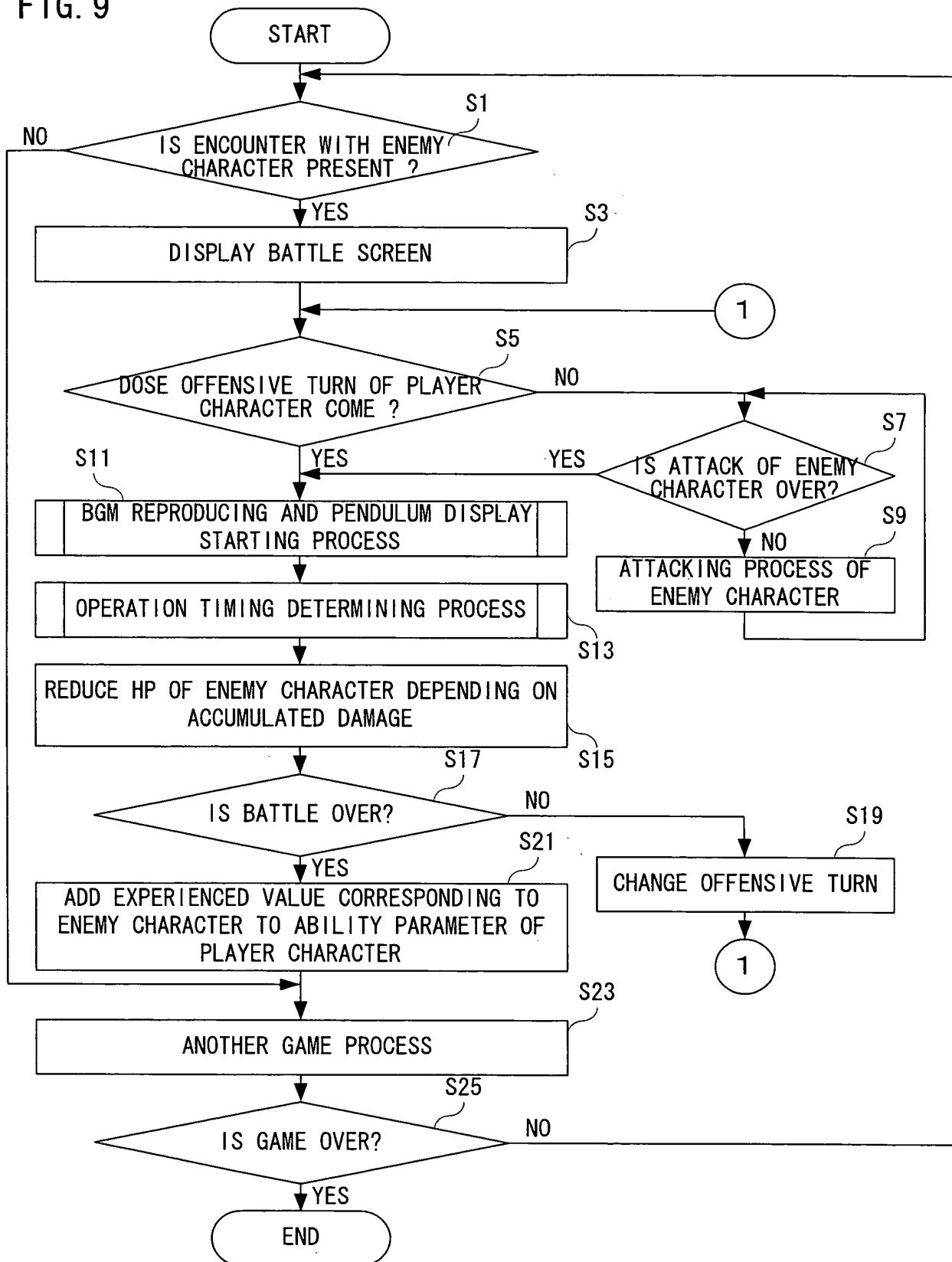


FIG. 10

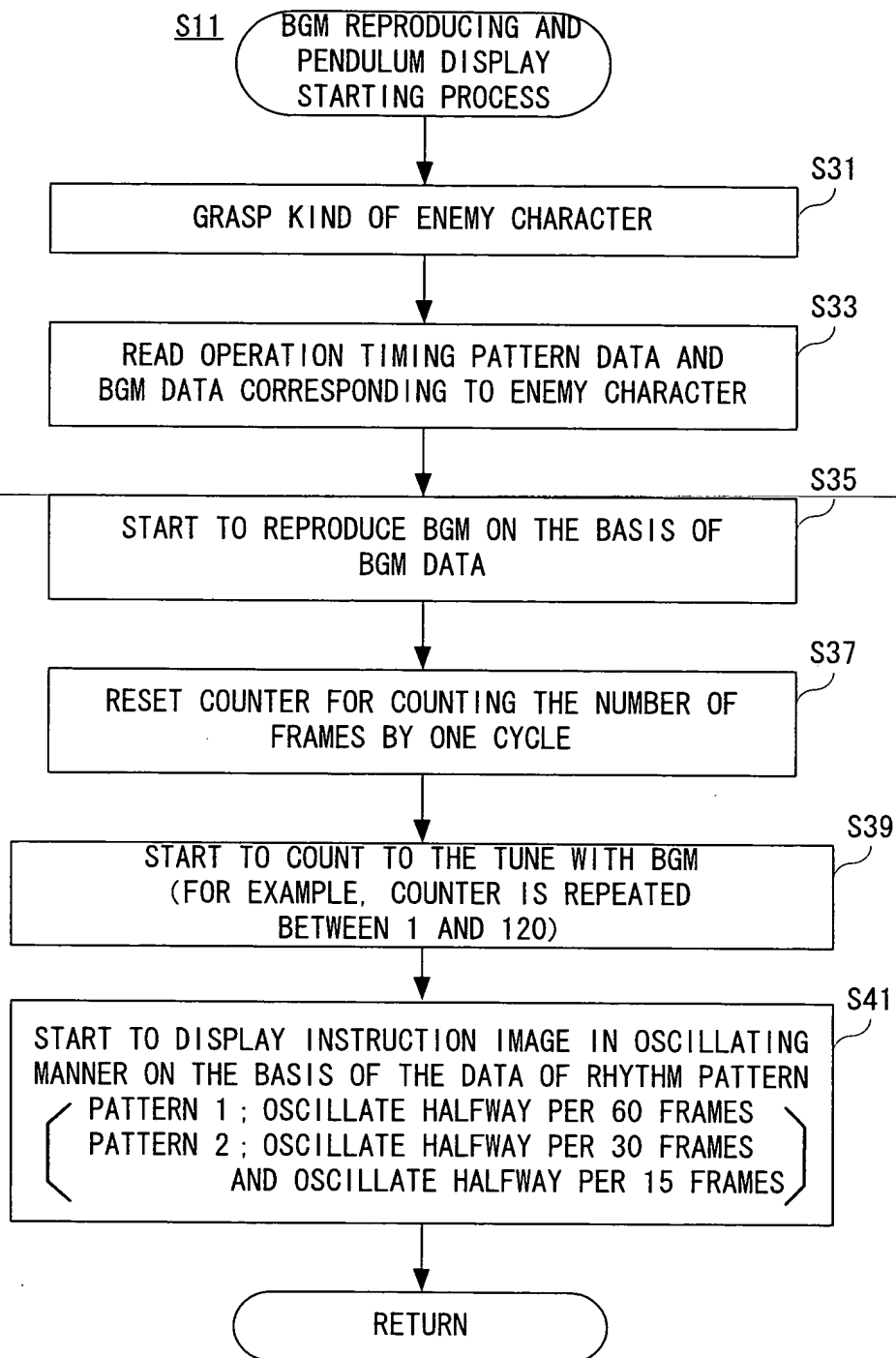


FIG. 11

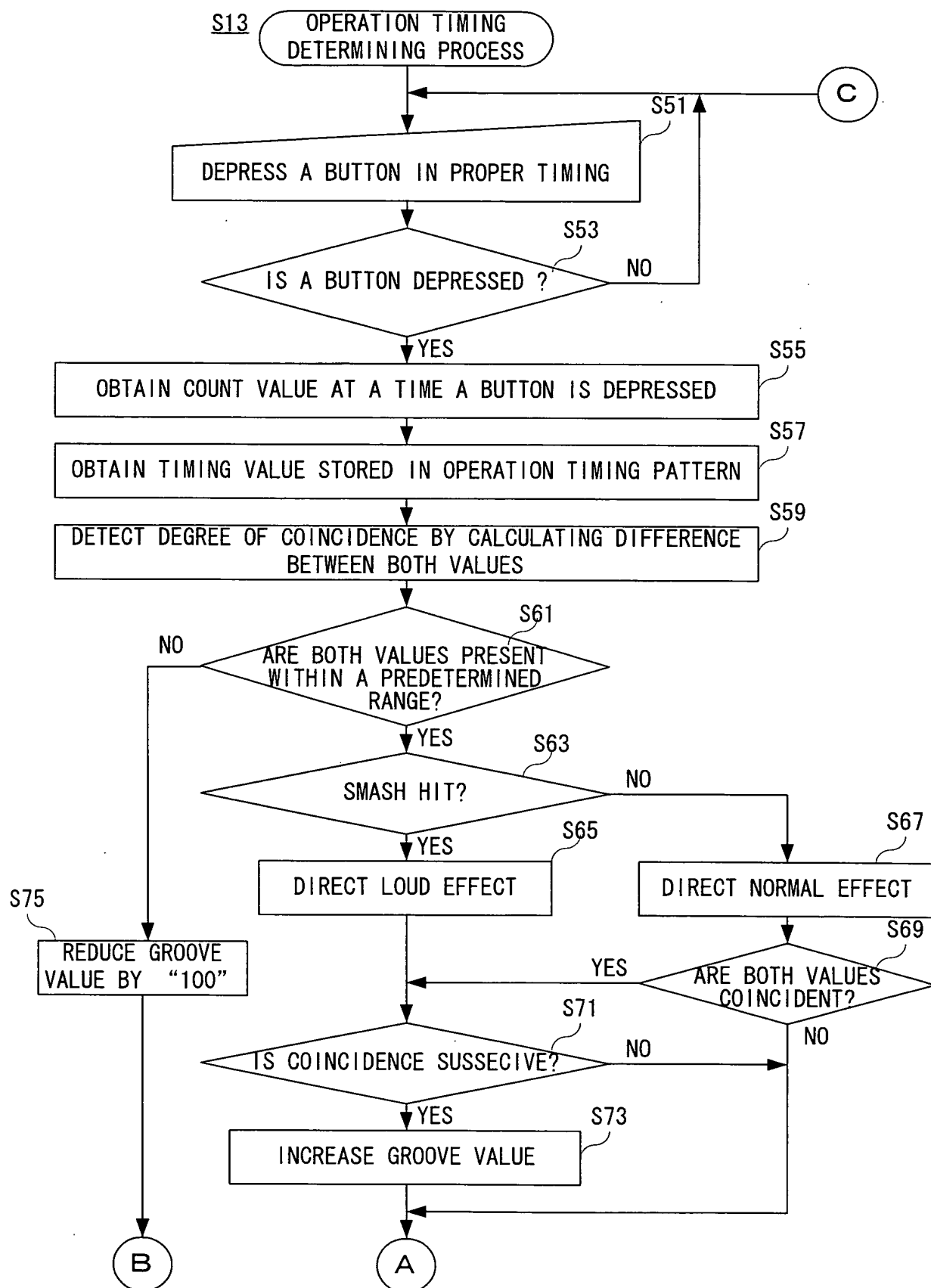


FIG. 12

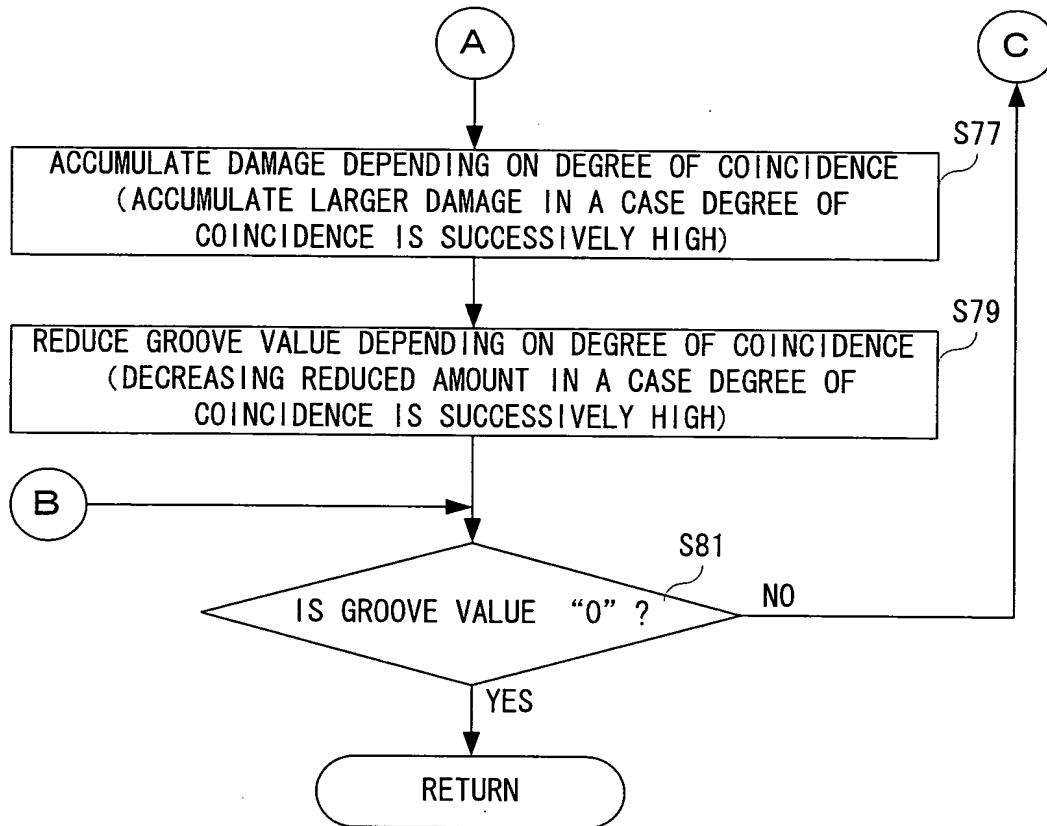


FIG. 13

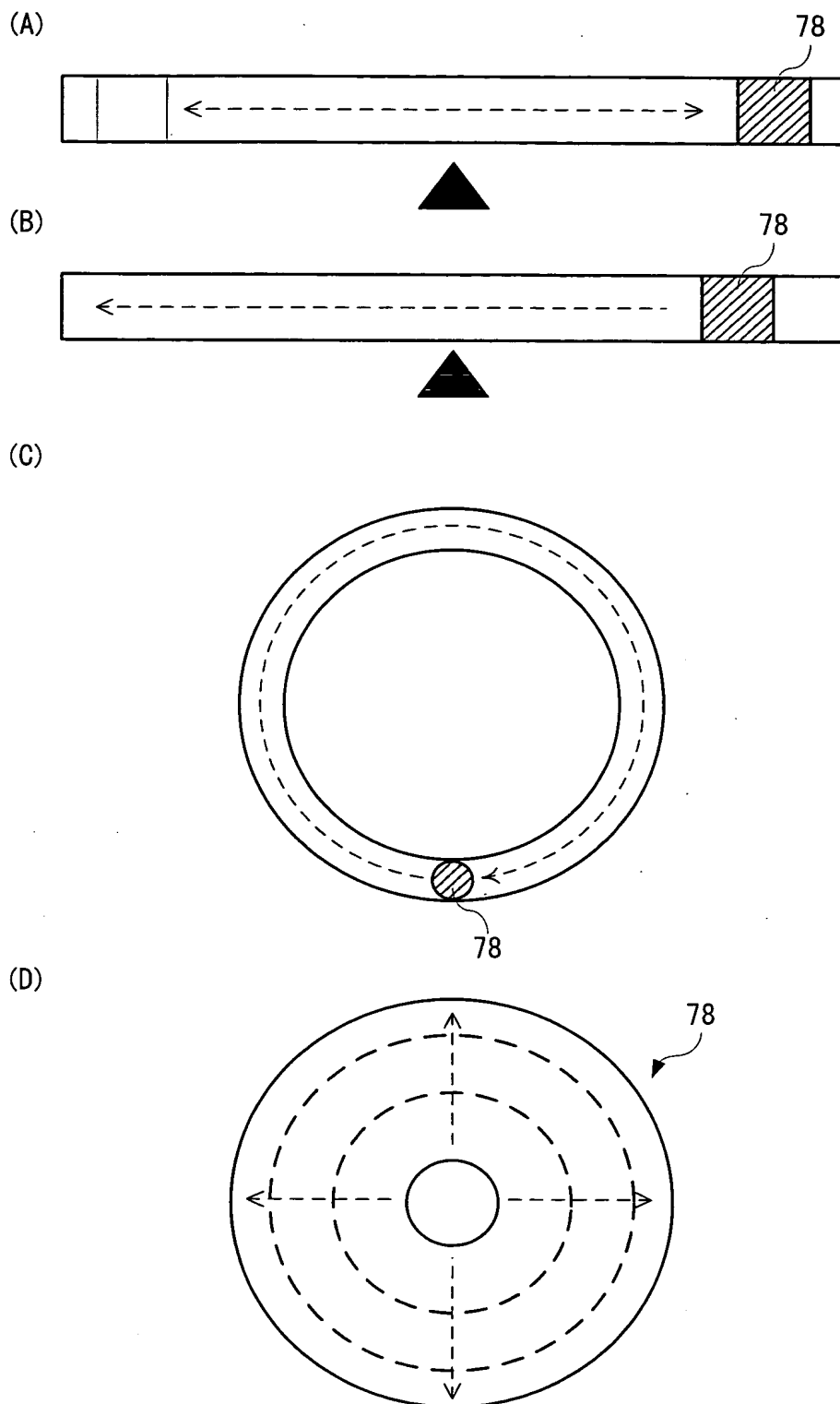

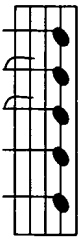


FIG. 14

OPERATION TIMING PATTERN

CHARACTER NAME	PATTERN	RHYTHM PATTERN (DRUM PART)	TIMING FRAME NUMBER	MUSIC INFORMATION
PLAYER CHARACTER A	PATTERN 1		$\frac{1}{120}, \frac{61}{120}$	BGM 1
PLAYER CHARACTER B	PATTERN 2		$\frac{1}{120}, \frac{31}{120}, \frac{61}{120}, \frac{76}{120}, \frac{91}{120}, \frac{120}{120}$	BGM 2
• • •	• • •	• • •	• • •	• • •

